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... can create true **Three-Tier** applications. For more information ... deployed in a **multi-tier** environment, ei
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... 3 Chapter 1. Integrated and **multi-tier ... deployment** ... split up the application and possibly host the Web content or the Web container on a **different platform** than z ...

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... related technologies, such as object oriented, Java, CORBA, **XML** and J2EE ... Scaling techniques are especially useful in **multi-tier** architectures when you evaluate ...

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... the Web and the application layers) of a **multitier** (or n ... and Web applications are specified in the Web **application deployment** descriptor (web.xml). ...

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... presents some of the technologies available for developing web-based **multi-tier** applications. A web application is a collection of HTML/**XML** documents, web ...

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... become Enterprise client/server licenses, giving you **multi-tier** architecture automatically ... applications to exchange services and information using **XML** and SOAP ...

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... been specifically written for the Web and generate HTML or XML pages. ... Visual AD tools

Strong component model (OO) Easier **application deployment** Robust, Portable ...

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[A Comparison Study of the Two-Tier and the Single-Tier Personal.. - Lin \(1996\) \(Correct\) \(2 citations\)](#)

for covering large areas. The motivation for the **multi-tier** system [25, 15] is to integrate the high

1 A Comparison Study of the Two-Tier and the Single-Tier Personal Communications

liny.csie.nctu.edu.tw/wn96.ps

[Performance Modeling of Multi-Tier PCS System - Yi-Bing Lin \(Correct\) \(4 citations\)](#)

Performance Modeling of **Multi-Tier** PCS System Yi-Bing Lin, Li Fung Chang, and

liny.csie.nctu.edu.tw/ijwin95a.ps

[Runtime Support for Multi-Tier Programming of Block-Structured.. - Fink, Baden \(1997\) \(Correct\) \(9 citations\)](#)

Runtime Support for **Multi-Tier** Programming of Block-Structured **Applications**

Runtime Support for **Multi-Tier** Programming of Block-Structured **Applications** on

for **Multi-Tier** Programming of Block-Structured **Applications** on SMP Clusters Stephen J. Fink and Scott B.

now.cs.berkeley.edu/clumps/kelp2_iscope97.ps

[A Programming Model for Block-Structured Scientific Calculations.. - Fink \(1998\) \(Correct\) \(4 citations\)](#)

.27 2. **Multi-tier** code .

ftp.cs.ucsd.edu/pub/scg/papers/1998/thesis.ps.gz

[Transactional Exactly-Once - Frølund, Guerraoui \(1999\) \(Correct\)](#)

the **application**. The **application** servers may update **multiple** database servers within this transaction.

Palo Alto, CA 94304 July 14, 1999 Abstract A **three-tier application** is organized as three layers. Front

CA 94304 July 14, 1999 Abstract A **three-tier application** is organized as three layers. Front end

lsewww.epfl.ch/~rachid/papers/00_010.ps.gz

[Security Administration for Federations, Warehouses, and.. - Arnon Rosenthal \(1999\) \(Correct\)](#)

administration is harder in databases that have **multiple tiers** of derived data, such as federations,

is harder in databases that have **multiple tiers** of derived data, such as federations, warehouses,

privileges for the derived **tier** to support the **applications** the derived **tier** must enforce enough

www.cs.bc.edu/~sciore/papers/secadmin.ps

[Performance Modeling of Polling Deregistration for Unlicensed.. - Anthony Noerpel \(1996\) \(Correct\)](#)

coverage area or the system venue. In the case of a **multi-tier** implementation the wireless system can relay

area or the system venue. In the case of a **multi-tier** implementation the wireless system can relay this

primarily for circuit oriented voice and data **applications**. PACS-UB [4, 1, 2] is a version of the Joint

liny.csie.nctu.edu.tw/jsac95.ps

[Evaluation of Two- and Three-Tier Database Connections.. - Unglauben Hillen.. \(Correct\)](#)

these studies. As medical images can be located on **multiple** storing devices the servername and path rather

Evaluation of Two- and Three-Tier Database Connections for a Java Based Medical

Connectivity (JDBC) **two-tier** and **three-tier applications** have been developed. The middletier is built

SunSITE.Informatik.RWTH-Aachen.DE/Publications/CEUR-WS/Vol-27/A098.ps

[Incremental Code Mobility with XML - Emmerich, Mascolo, Finkelstein \(1999\) \(Correct\) \(2 citations\)](#)

intensive that they need to be distributed across **multiple** processors. These processors need to be

degree of flexibility. We examine the **application** of incremental and fine-grained code mobility

set of **applications**. An example for such a PDA **deployment** is the New York Stock Exchange (NYSE)NYSE has

www.cs.ucl.ac.uk/staff/c.mascolo/www/mobxml.pdf

[Distributed Architecture with XML and CORBA \(I & II\) - Balen, Elenko \(1999\) \(Correct\)](#)

Object paradigm on the network Natural support for **multi-tier** architectures Reduction of redundancy
paradigm on the network Natural support for **multi-tier** architectures Reduction of redundancy through
through reuse Adaptable Can integrate legacy **applications** object wrappers August 1999 Xenotrope, Inc.
www.xenotrope.com/pdf/pres_xml_cdd1.pdf



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1 [Business-to-business interactions: issues and enabling technologies](#)

B. Medjahed, B. Benatallah, A. Bouguettaya, A. H. H. Ngu, A. K. Elmagarmid

May 2003 **The VLDB Journal – The International Journal on Very Large Data Bases**, Volume 12 Issue 1

Full text available: [pdf\(558.34 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Business-to-Business (B2B) technologies pre-date the Web. They have existed for at least as long as the Internet. B2B applications were among the first to take advantage of advances in computer networking. The Electronic Data Interchange (EDI) business standard is an illustration of such an early adoption of the advances in computer networking. The ubiquity and the affordability of the Web has made it possible for the masses of businesses to automate their B2B interactions. However, several issues ...

Keywords: B2B Interactions, Components, E-commerce, EDI, Web services, Workflows, XML

2 [State-of-the-art presentations: Distributed component technologies and their software engineering implications](#)

Wolfgang Emmerich

May 2002 **Proceedings of the 24th International Conference on Software Engineering**

Full text available: [pdf\(1.27 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this state of the art report, we review advances in distributed component technologies, such as the Enterprise Java Beans specification and the CORBA Component Model. We assess the state of industrial practice in the use of distributed components. We show several architectural styles for whose implementation distributed components have been used successfully. We review the use of iterative and incremental development processes and the notion of model driven architecture. We then assess the state ...

3 [Bringing the enterprise into a database systems course](#)

Thomas K. Moore

February 2002 **ACM SIGCSE Bulletin , Proceedings of the 33rd SIGCSE technical symposium on Computer science education**, Volume 34 Issue 1

Full text available: [pdf\(342.74 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Most database systems courses concentrate on teaching the principles of relational

databases. An alternative approach is one in which those principles are taught within the context of emerging enterprise systems. A description is given in this paper of a course that has been successfully taught at the undergraduate level that uses the Java 2 Enterprise Edition (J2EE) model, and its services, to illustrate basic database principles.

4 Composable ad hoc location-based services for heterogeneous mobile clients

Todd D. Hodes, Randy H. Katz


October 1999 **Wireless Networks**, Volume 5 Issue 5

Full text available:  [pdf\(403.18 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

5 Java resources for computer science instruction

Joseph Bergin, Thomas L. Naps, Constance G. Bland, Stephen J. Hartley, Mark A. Holliday, Pamela B. Lawhead, John Lewis, Myles F. McNally, Christopher H. Nevison, Cheng Ng, George J. Pothering, Tommi Teräsvirta


December 1998 **Working Group reports of the 3rd annual SIGCSE/SIGCUE ITiCSE conference on Integrating technology into computer science education**

Full text available:  [pdf\(107.98 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

6 Java resources for computer science instruction

Joseph Bergin, Thomas L. Naps, Constance G. Bland, Stephen J. Hartley, Mark A. Holliday, Pamela B. Lawhead, John Lewis, Myles F. McNally, Christopher H. Nevison, Cheng Ng, George J. Pothering, Tommi Teräsvirta

October 1998 **ACM SIGCUE Outlook**, Volume 26 Issue 4

Full text available:  [pdf\(2.23 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The goal of this working group was to collect, evaluate, and foster the development of resources to serve as components of both new and revised traditional courses that emphasize object-oriented software development using Java. These courses could, for example, integrate Internet-based distributed programming, concurrency, database programming, graphics and visualization, human interface design and object-oriented development. They could therefore also be suitable as capstone courses in computer ...

7 Hypertext through time: Saving private hypertext: requirements and pragmatic dimensions for preservation

Catherine C. Marshall, Gene Golovchinsky

August 2004 **Proceedings of the fifteenth ACM conference on Hypertext & hypermedia**

Full text available:  [pdf\(326.91 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


The preservation of literary hypertexts presents significant challenges if we are to ensure continued access to them as the underlying technology changes. Not only does such an effort involve standard digital preservation problems of representing and refreshing metadata, any constituent media types, and structure; hypertext preservation poses additional dimensions that arise from the work's on-screen appearance, its interactive behavior, and the ways a reader's interaction with the work is recorded ...

Keywords: archiving, digital preservation, hypertext

8 Session 3: XML applications: XrML -- eXtensible rights Markup Language

Xin Wang, Guillermo Lao, Thomas DeMartini, Hari Reddy, Mai Nguyen, Edgar Valenzuela

November 2002 **Proceedings of the 2002 ACM workshop on XML security**

Full text available:  pdf(466.82 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

XrML (eXtensible rights Markup Language) is an XML-based language for digital rights management (DRM), providing a universal method for specifying rights and conditions associated with the use and protection of digital content and services. Originally developed at Xerox's Palo Alto Research Center (PARC), the specification facilitates the creation of an open architecture for digital rights management of content or services. It can be integrated with both existing and new DRM systems. XrML is a g ...

Keywords: DRM, XML, content distribution and usage, digital rights management, rights, specification languages, standards

9 Web mining, tools, and performance evaluation: Design and performance evaluation of a web-based multi-tier federated system for a catalogue of life ☐

Xuebiao Xu, Andrew C. Jones, W. Alex Gray, Nick J. Fiddian, Richard J. White, Frank A. Bisby
November 2002 **Proceedings of the fourth international workshop on Web information and data management**


Full text available:  pdf(74.06 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In the SPICE (SPecies 2000 Interoperability Co-ordination Environment) project, we are designing and evaluating a web-based multi-tier federated system, intended as a scalable infrastructure for a globally distributed federated database of biological knowledge. It is designed to harness specialist expertise on classification of individual groups of organisms to form a 'catalogue of life' of high taxonomic quality, and to solve problems of heterogeneity, scale and component database unreliability ...

Keywords: biodiversity informatics, caching, federated information system, multi-tier

10 Web and e-business application: A Java based XML browser for consumer devices ☐

Petri Vuorimaa, Teemu Ropponen, Niklas von Knorring, Mikko Honkala
March 2002 **Proceedings of the 2002 ACM symposium on Applied computing**


Full text available:  pdf(918.25 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Next generation consumer devices will all have an Internet connection. Thus, one vision is that the future multimedia services will be browser based. Extensible Markup Language (XML) is the most likely markup language. In this paper, we introduce a Java based XML browser called X-Smiles. It is intended for consumer devices and supports multimedia services. The main advantage of the X-Smiles browser is that it supports most of the XML related specifications. Different XML based languages can be m ...

Keywords: SMIL, SVG, XML, XSL FO, multimedia

11 Mesh-based content routing using XML ☐

Alex C. Snoeren, Kenneth Conley, David K. Gifford
October 2001 **ACM SIGOPS Operating Systems Review , Proceedings of the eighteenth ACM symposium on Operating systems principles**, Volume 35 Issue 5

Full text available:  pdf(1.24 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We have developed a new approach for reliably multicasting time-critical data to heterogeneous clients over mesh-based overlay networks. To facilitate intelligent content pruning, data streams are comprised of a sequence of XML packets and forwarded by application-level XML routers. XML routers perform content-based routing of individual XML

packets to other routers or clients based upon queries that describe the information needs of downstream nodes. Our PC-based XML router prototype can route ...

12 XML based adaptation of the composite approach for database integration ☐

Brian Ensink, Kimberly Haveman, Mochan Shrestha, Todd Schavey

April 1999 **Proceedings of the 37th annual Southeast regional conference (CD-ROM)**

Full text available:  [pdf\(294.10 KB\)](#) Additional Information: [full citation](#), [index terms](#)

13 Session 4: Web service applications: Authenticating distributed data using Web services and XML signatures ☐

Daniel J. Polivy, Roberto Tamassia

November 2002 **Proceedings of the 2002 ACM workshop on XML security**

Full text available:  [pdf\(164.09 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

As the need for digital data becomes more ubiquitous, so does the need to provide efficient mechanisms for distributing and verifying the authenticity of that data. We present an architecture for authenticating responses to queries from untrusted mirrors of authenticated dictionaries using Web Services and XML Signatures. We also describe an implementation of our scheme for the Secure Transaction Management System.

Keywords: Web services, XML, authentication, digital signatures

14 An XML assignment for a programming languages course ☐

Terry A. Scott

October 2002 **Journal of Computing Sciences in Colleges**, Volume 18 Issue 1

Full text available:  [pdf\(34.31 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes an XML lab that was assigned in a programming languages course. It explains why XML has become important. It briefly describes some related technologies. It gives information on what was needed by the students to complete the lab. It describes the required lab for the class. The lab assignment, and an example of each of the three files is given in the appendices.

15 Special section on advanced XML data processing: Preservation of digital data with self-validating, self-instantiating knowledge-based archives ☐

Bertram Ludäscher, Richard Marciano, Reagan Moore

September 2001 **ACM SIGMOD Record**, Volume 30 Issue 3

Full text available:  [pdf\(881.20 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Digital archives are dedicated to the long-term preservation of electronic information and have the mandate to enable sustained access despite rapid technology changes. Persistent archives are confronted with heterogeneous data formats, helper applications, and platforms being used over the lifetime of the archive. This is not unlike the interoperability challenges, for which mediators are devised. To prevent technological obsolescence over time and across platforms, a migration approach for per ...

16 XML transactions: An object-oriented extension of XML for autonomous web applications ☐

Hasan M. Jamil, Giovanni A. Modica

November 2002 **Proceedings of the eleventh international conference on Information and knowledge management**

Full text available:  [pdf\(277.52 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

While the idea of extending XML to include object-oriented features has been gaining popularity in general, the potential of inheritance in document design has not been well recognized in contemporary research. In this paper we demonstrate that XML with dynamic inheritance aids better document designs and decreased management overheads and support increased autonomy. As an extended application, we point out that dynamic inheritance also helps effective automated web portal and ontology designs.W ...

Keywords: XML, autonomous objects, document structuring, dynamic object hierarchy, inheritance, object-orientation, web

17 Education and training: An XML-based approach to multimedia software engineering for distance learning ☐

T. Arndt, S. K. Chang, A. Guercio, P. Maresca

July 2002 **Proceedings of the 14th international conference on Software engineering and knowledge engineering**

Full text available:  pdf(95.53 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

Multimedia Software Engineering (MSE) is a new frontier for both Software Engineering (SE) and Visual Languages (VL). In fact multimedia software engineering can be considered as the discipline for systematic specification, design, substitution and verification of visual patterns. Visual Languages contribute to MSE such concepts as: Visual notation for software specification, design and verification flow charts, ER diagrams, Petri Nets, UML visualization, visual programming languages etc. Multim ...

18 Implementing catalog clearinghouses with XML and XSL ☐

Andrew V. Royappa

February 1999 **Proceedings of the 1999 ACM symposium on Applied computing**

Full text available:  pdf(753.90 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: SGML, XML, XSL, e-commerce

19 Research sessions: XML query efficiency: Tree logical classes for efficient evaluation of XQuery ☐

Stelios Paparizos, Yuqing Wu, Laks V. S. Lakshmanan, H. V. Jagadish

June 2004 **Proceedings of the 2004 ACM SIGMOD international conference on Management of data**

Full text available:  pdf(193.76 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

XML is widely praised for its flexibility in allowing repeated and missing sub-elements. However, this flexibility makes it challenging to develop a bulk algebra, which typically manipulates sets of objects with identical structure. A set of XML elements, say of type book, may have members that vary greatly in structure, e.g. in the number of author sub-elements. This kind of heterogeneity may permeate the entire document in a recursive fashion: e.g., different authors of the same or different b ...

20 Rendering: An XML-based visual shading language for vertex and fragment shaders ☐

Frank Goetz, Ralf Borau, Gitta Domik

April 2004 **Proceedings of the ninth international conference on 3D Web technology**

Full text available:  pdf(570.33 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper presents a new system for the visual development of complex vertex and fragment shaders. The system makes usage of the advantages of visual programming

languages. The core of the system is a Java program. With this program users can develop and test dataflow diagrams that describe the functionality of OpenGL ARB vertex and fragment programs. To get a graphical feedback the system is able to display rendered and shaded scenes immediately. The rendering of these three dimensional scenes ...

Keywords: Extensible 3D (X3D), Extensible Markup Language (XML); dataflow programming, fragment shader, shading languages, vertex shader, visual programming

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1 [iMobile EE: an enterprise mobile service platform](#)

Yih-Farn Chen, Huale Huang, Rittwik Jana, Trevor Jim, Matti Hiltunen, Sam John, Serban Jora, Radhakrishnan Muthumanickam, Bin Wei

July 2003 **Wireless Networks**, Volume 9 Issue 4

Full text available: pdf(2.90 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

iMobile¹ is an enterprise mobile service platform that allows resource-limited mobile devices to communicate with each other and to securely access corporate contents and services. The original iMobile architecture consists of devlets that provide protocol interfaces to different mobile devices and infolets that access and transcode information based on device profiles. iMobile Enterprise Edition (iMobile EE) is a redesign of the original iMobile architecture to address the security, ...

Keywords: content transcoding, middleware, mobile devices, mobile enterprise, mobile multimedia services

2 [Integrating tools and infrastructures for generic multi-agent systems](#)

Olivier Gutknecht, Jacques Ferber, Fabien Michel

May 2001 **Proceedings of the fifth international conference on Autonomous agents**

Full text available: pdf(396.35 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we present MadKit/SEdit, an agent infrastructure combined with a generic design tool for multi-agent systems. This toolkit is based on a organizational metaphor to integrate highly heterogeneous agent systems. We explain the principles of MadKit, the underlying agent platform, and show how it can integrate various agent architectures and provides structuration for multiple simultaneous systems and semantics. The architecture, based on a minimal agent runtime, agent ...

3 [Building multi-device, component-based, thin-client groupware: issues and experiences](#)

John Grundy, Xing Wang, John Hosking

January 2002 **Australian Computer Science Communications , Third Australasian conference on User interfaces - Volume 7**, Volume 24 Issue 4

Full text available: pdf(1.34 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


The use of groupware, or collaborative work-supporting technologies, has become widespread, but many existing groupware systems are too difficult to integrate with domain-specific software applications, only work for specific user interface hardware, or provide inappropriate, thick-client architectural solutions. We describe a set of server-side software components we have developed providing a variety of thin-client groupware solutions (chat, email, annotation, to-do lists, notification etc). ...

Keywords: groupware, mobile user interfaces, software architecture, thin-client user interfaces

4 Model-driven development of Web applications: the AutoWeb system

Piero Fraternali, Paolo Paolini

October 2000 **ACM Transactions on Information Systems (TOIS)**, Volume 18 Issue 4

Full text available:  pdf(6.94 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes a methodology for the development of WWW applications and a tool environment specifically tailored for the methodology. The methodology and the development environment are based upon models and techniques already used in the hypermedia, information systems, and software engineering fields, adapted and blended in an original mix. The foundation of the proposal is the conceptual design of WWW applications, using HDM-lite, a notation for the specification of structure, nav ...

Keywords: HTML, WWW, application, development, intranet, modeling

5 EIHA?!?: deploying Web and WAP services using XML technology

Chiara Biancheri, Jean-Christophe Pazzaglia, Gavino Paddeu

March 2001 **ACM SIGMOD Record**, Volume 30 Issue 1

Full text available:  pdf(744.53 KB)

Additional Information: [full citation](#), [abstract](#), [index terms](#)

The exponential growth of resources on the web, and the wide deployment of devices for multimodal access to the Internet, lead to new problems in information management. In this context, and as part of the European project Vision, we have built an interactive telematic handbook of the culture and the territory of Sardinia. A team of cultural experts browsed the web to get a large collection of Internet resources. The system built for the management of this data uses emerging Internet technologies ...

Keywords: DBMS, DTD, WAP, WML, XML, XSL, metadata, search engine

6 Posters: A generic uiml vocabulary for device- and modality independent user interfaces

Rainer Simon, Michael Jank Kapsch, Florian Wegscheider

May 2004 **Proceedings of the 13th international World Wide Web conference on Alternate track papers & posters**

Full text available:  pdf(326.84 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We present in this poster our work on a User Interface Markup Language (UIML) vocabulary for the specification of device- and modality independent user interfaces. The work presented here is part of an application-oriented project. One of the results of the project is a prototype implementation of a generic platform for device independent multimodal mobile applications. The poster presents the requirements for a generic user interface description format and explains our approach on an integrated ...


Keywords: UIML, device-independence, generic user interface description, mobile devices,

7 Tracing the roots of markup languages

Rishi Toshniwal, Dharma P. Agrawal

May 2004 **Communications of the ACM**, Volume 47 Issue 5

Full text available:  pdf(191.70 KB)

 html(17.95 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Markup languages provide efficient ways of storing information on the Web and make the retrieval process easier. Indeed, its simplicity and added intelligence to the document makes it useful for messaging between clients and server.

8 A service management framework for M-commerce applications

Gary Shih, Simon S. Y. Shim

June 2002 **Mobile Networks and Applications**, Volume 7 Issue 3

Full text available:  pdf(650.12 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Mobile commerce (m-commerce) refers to an ability to conduct wireless commerce transactions using mobile applications in mobile devices. M-commerce applications can range from as simple as an address book synchronization to as complicated as credit card transactions. M-commerce is expected to grow dramatically in the near future supporting simple to complex commerce transactions. Even though the Wireless Application Protocol (WAP) is designed to facilitate the development of wireless application ...

Keywords: JINI, WAP, m-commerce, management, mobile devices

9 MEP: a media event platform

Daniel Olsson, Andreas Nilsson

June 2002 **Mobile Networks and Applications**, Volume 7 Issue 3

Full text available:  pdf(224.85 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Popular media events of today are likely to attract a big, live audience. Being part of a huge cricket audience, for example, knowing that the event is broadcast to perhaps millions of people, is a truly arousing experience. But the size of the audience and the complexity of events do not come without drawbacks. Spectators find it difficult to be at the right spot at the right time and to grasp the essentials of the on goings. We introduce a Media Event Platform, which combines various sources o ...

Keywords: events, media platform, mobile commerce, mobility

10 Integrating context information into enterprise applications for the mobile workforce - a case study

A. Priestersbach, H. Vogler, F. Lehmann, T. Ziegert

July 2001 **Proceedings of the 1st international workshop on Mobile commerce**

Full text available:  pdf(427.08 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The integration of context information (especially location information) into mobile applications and services is one of the most crucial requirements to achieve a broader usability and hence acceptance of these. So far location information is used for typical business-to-consumer applications such as mobile-MapQuest or ATM-finder. The application of location awareness in typical enterprise or business applications, such as logistics or Customer Relationship Management (CRM), is currently add ...

Keywords: context awareness, enterprise applications, location awareness, mobile computing

11 Facilitating user interface adaptation to mobile devices

Pertti Repo

October 2004 **Proceedings of the third Nordic conference on Human-computer interaction**

Full text available:  pdf(275.35 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


One vision of a context-aware pervasive networking environment promises the user a seamless access to surrounding services using her personal mobile device. This requires that the user interface of a service application has to be separated from the application logic and adapted to whatever type of mobile device the user is using to access it. The problem the user interface software developer faces is not only how to manage the heterogeneous platforms and different capabilities of users' device ...

Keywords: pervasive networking, reference model, software architecture, user interface

12 A composable framework for secure multi-modal access to internet services from Post-PC devices

Steven J. Ross, Jason L. Hill, Michael Y. Chen, Anthony D. Joseph, David E. Culler, Eric A. Brewer

October 2002 **Mobile Networks and Applications**, Volume 7 Issue 5

Full text available:  pdf(340.33 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)

The Post-PC revolution is bringing information access to a wide range of devices beyond the desktop, such as public kiosks, and mobile devices like cellular telephones, PDAs, and voice based vehicle telematics. However, existing deployed Internet services are geared toward the secure rich interface of private desktop computers. We propose the use of an infrastructure-based secure proxy architecture to bridge the gap between the capabilities of Post-PC devices and the requirements of Internet ser ...

Keywords: internet, middleware, post-PC, security, transcoding

13 Syndication with JML

Robert Barta, Markus Schranz

March 2000 **Proceedings of the 2000 ACM symposium on Applied computing**

Full text available:  pdf(777.72 KB) Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: XML, multi-target publishing, reactive databases, syndication, triggered republishing

14 Software security and privacy risks in mobile e-commerce

Anup K. Ghosh, Tara M. Swaminatha

February 2001 **Communications of the ACM**, Volume 44 Issue 2

Full text available:  pdf(90.58 KB)  html(38.81 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

15 Evolving the browser towards a standard user interface architecture

Michael J. Rees

January 2002 **Australian Computer Science Communications , Third Australasian conference on User interfaces - Volume 7**, Volume 24 Issue 4

Full text available:  [pdf\(857.16 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

If current trends continue, it is likely that the web browser will become the only widely used user interface. Web applications will become the predominant software. Should this happen, user interface design, implementation and evaluation skills can become more focussed and effective. Some of the benefits current browser user interfaces provide are discussed in the context of web application tools produced by the author and supported by examples. The software architecture of the Web brings speci ...

Keywords: XML, browser user interface, user interface markup language, user interface standards

16 Multi-platform interfaces: Flexible re-engineering of web sites

Laurent Bouillon, Jean Vanderdonckt, Kwok Chieu Chow

January 2004 **Proceedings of the 9th international conference on Intelligent user interface**

Full text available:  [pdf\(731.09 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Re-engineering transforms a final user interface into a logical representation that is manipulable enough to allow forward engineering to port a UI from one computing platform to another with maximum flexibility and minimal effort. Re-engineering is used to adapt a UI to another context. This adaptation is governed by two main tasks: the adaptation of the code itself to the new computing platform and the redesign of the UI to better suit the new constraints of the target platform (interaction ca ...

Keywords: forward engineering, model-based approach, portability, reengineering, reverse engineering

17 Full papers: A visual programming environment for device independent generation of user interfaces

Oscar Mayora-Ibarra, Oscar de la Paz-Arroyo, Edgar Cambranes-Martínez, Alejandro Fuentes-Penna

August 2003 **Proceedings of the Latin American conference on Human-computer interaction**

Full text available:  [pdf\(450.37 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

The promise of information anytime, anywhere has become a reality. Today, it is possible to access information through multiple kinds of devices. However, the design of user interfaces for such devices is restricted to the use of specific adhoc programming languages that may vary from one device to the other. In this sense, the existence of generic programming languages for creating device-independent user interfaces is becoming a strong necessity. One emerging approach to device independent dev ...

Keywords: J2ME, UIML, VXML, WML, XSLT, generic vocabulary, visual programming

18 Web and e-business application: Dynamically generating web application fragments from page templates

Uwe Zdun

March 2002 **Proceedings of the 2002 ACM symposium on Applied computing**

Full text available:  pdf(900.91 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Web-based applications are typically required to be highly customizable and configurable. New application requirements have to be introduced rapidly, often without stopping the running application process. Moreover, in many cases the same business logic has to be presented to different channels and/or user interfaces. In this paper we present a dynamic page template architecture for decomposing configurable and representational fragments of the application from the business logic. Page templates ...

Keywords: dynamic software architecture, object-Oriented Scripting, web engineering

19 Cross-modal interaction using XWeb

Dan R. Olsen, Sean Jefferies, Travis Nielsen, William Moyes, Paul Fredrickson

November 2000 **Proceedings of the 13th annual ACM symposium on User interface software and technology**

Full text available:  pdf(200.30 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: cross-modal interaction, network interaction, screen layout, speech interfaces

20 Condor grid computing from mobile handheld devices

Francisco J. González-Castaño, Javier Vales-Alonso, Miron Livny, Enrique Costa-Montenegro, Luis Anido-Rifón

April 2002 **ACM SIGMOBILE Mobile Computing and Communications Review**, Volume 6 Issue 2

Full text available:  pdf(199.54 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we propose a hierarchical design methodology for grid access from handheld devices. After determining all user interactions required and technologies available, they are arranged in layers. All functions in a layer are also supported by all underlying layers. By doing so, the designer is less conditioned by the constraints of a specific, out-of-context platform. Additionally, in a stratified modular design, many software components can be re-used. We present a prototype to access ...

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